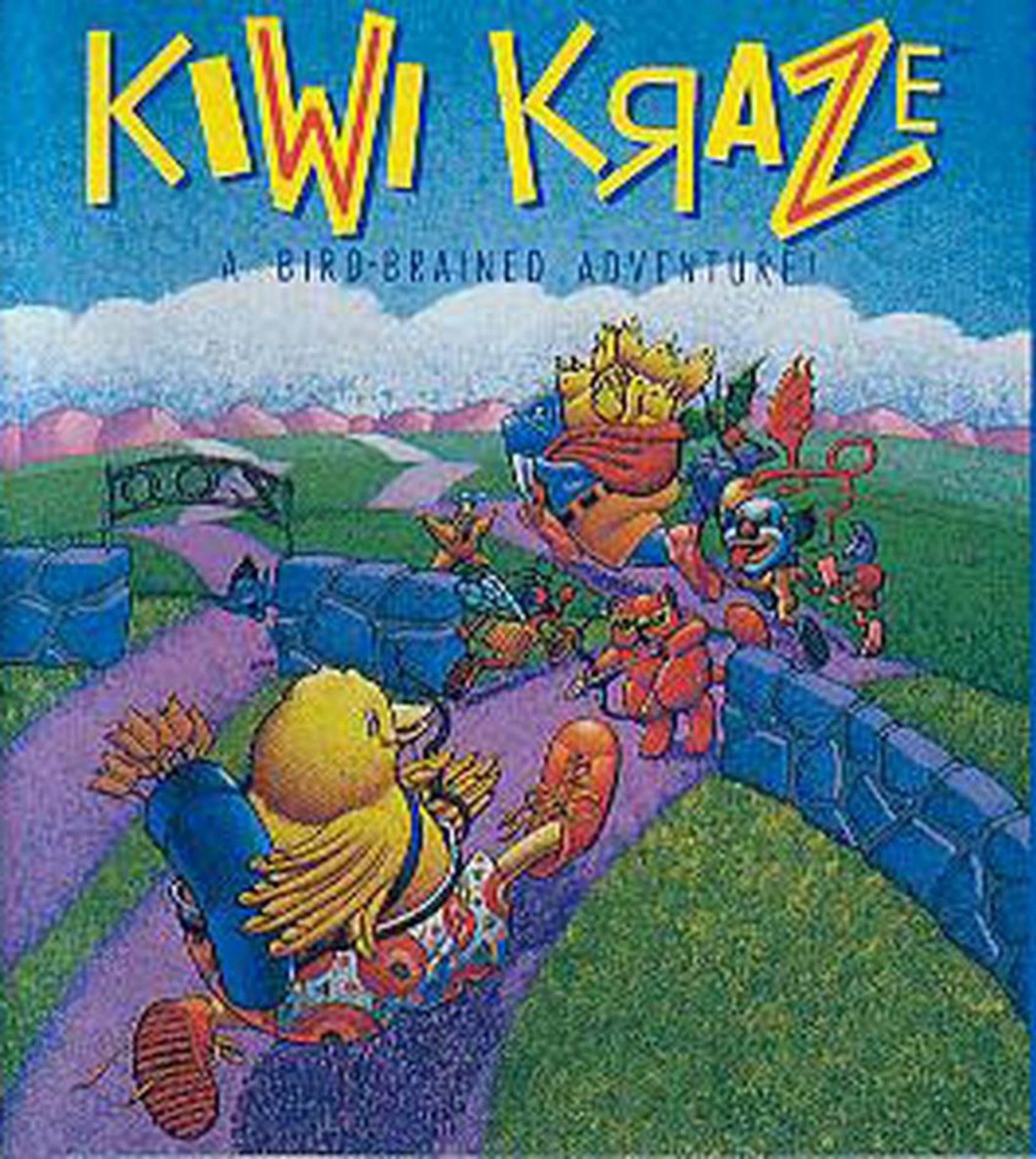
KIWI KRAZE

A BIRD-BRAINED ADVENTURE!



NES-2K-USA

HOW TO PLAY

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The game pak is highly sensitive. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never try to take it apart.

Do not touch the terminal connectors or get them wet; this could damage the circuitry. Never insert your fingers or any metal objects into the terminal leads.

Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

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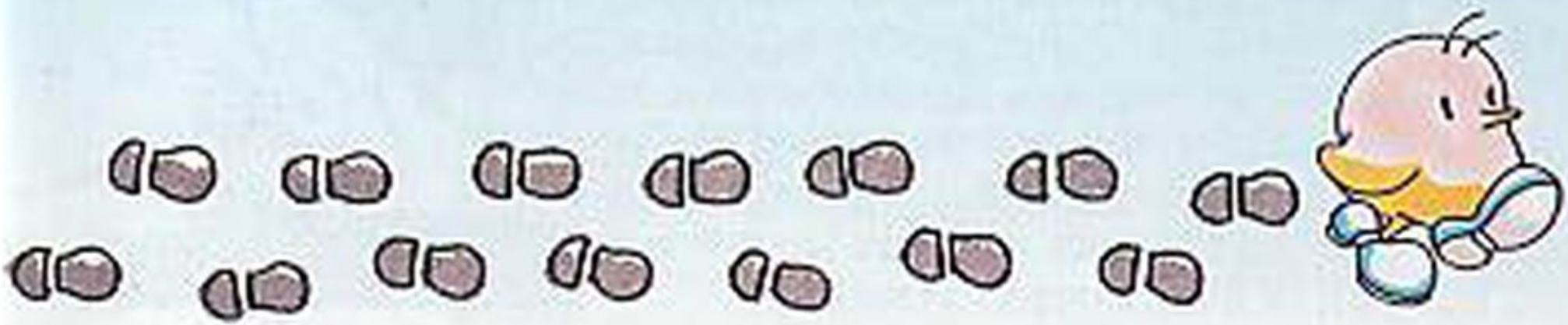
CONTENTS

TIKI'S TREK — 4
MOVING TIKI — 5
SCREEN SIGNS — 5
MAP OF NEW ZEALAND — 6
THE KIWI STYLE — 8
ITEMS — 10
ENEMIES — 12
WARRANTY — 14



TIKI'S TREK

Like all Kiwi birds, you are happy and fun-loving; even your name, Tiki, means happiness. You and your Kiwi friends live in a land called New Zealand, and today something awful has happened. Wally Walrus, your bad-smelling, bad-tempered enemy has swooped in on his ballon and carried off all your friends. Worst of all, he snatched your girlfriend, Phee-Phee.

Thanks to your fast reflexes you, and only you, escaped the Walrus. But by now he's had time to sell your friends to zoos all over New Zealand. The only one who can set them free is you, so armed with your trusty bow and arrow you set forth. You will have to fight your way through five worlds, and each world has four levels. Wally, that fiend, has sent out hundreds of his evil friends to try to stop you — they lurk behind walls and trees, they drop in on hot air balloons, and they lie awaiting you in the water down below. But if you explore secret rooms, you'll find magical gifts and awesome weapons. Somewhere you'll meet the dreaded Ice Whale — try looking him in the mouth! And most important of all, be on the watch for the Warp Zones. You seek your Phee-Phee, but must face all dangers to find her.

MOVING TIKI

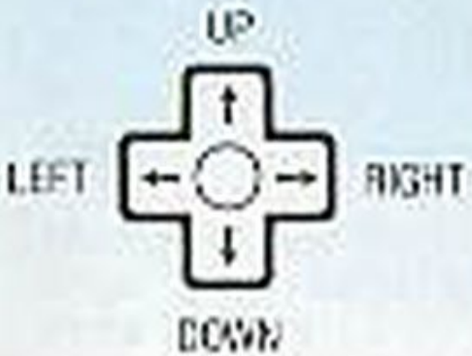
A BUTTON
Press A to jump up. Also hold A down to make your balloons rise.

B BUTTON
Push B to fire your weapons or to spit water when at the surface.

START BUTTON
Start will pause the game and show you a map. It also Continues a game.

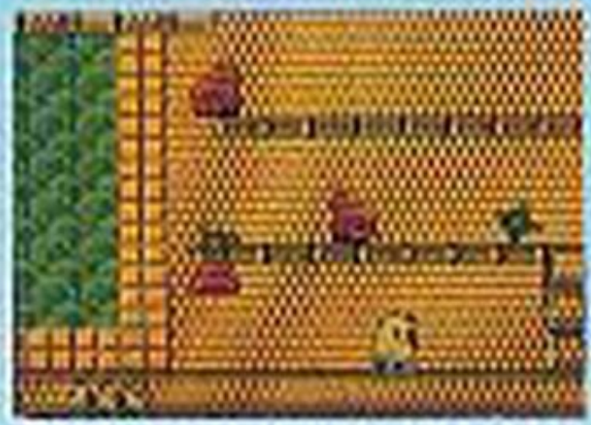
SELECT BUTTON
Choose one or two players.

CONTROL PAD
Use the control pad to choose which way to go. It works for running, jumping, flying a balloon, and also when you're swimming around.



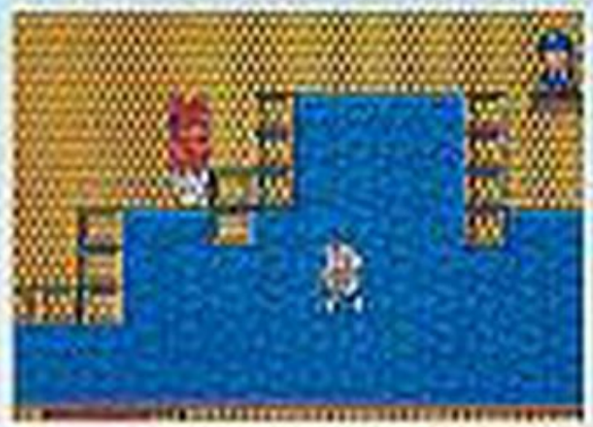
SCREEN DISLPAY

LIFE METER: Kiwis got three lives. Keep track of them in the lower left corner.



POINT METER: To earn points, shoot enemies, eat fruit and free the Kiwis. Points will alternate with Lives.

AIR METER: When you take a dive you only have 25 seconds. A red bar shows you how much time you have left.



MAP OF NEW ZEALAND

AUCKLAND

Auckland is the first world, so now is when you should practice your Kiwi moves. Steal balloons and fly all over. You must find and free your caged pals before you can move on — but don't forget to EXPLORE! Try to find all the hidden secrets — they'll help you.

ROTORUA

Wally's evil pals have taken over the town of Rotorua. They know that you know that your friends are being held nearby. And you know that they know how to stop you if you don't move carefully. While you're here try taking a swim, but keep your eyes open for trouble.

♠ WAITOMO CAVES

The Waitomo Caves wind and wander below villages, fields, and a zoo that seems more like a castle. Here you'll find a puzzle of water, walls and nasty foes, all trying to keep you from your Kiwi chum.

♦ COOK STRAIT

Avast ye lubber and prepare to board the meanest pirate ship ever put to sea. Wally's wicked buddies are hiding on ship, on land, and even in the sea! So move with care, or ARRRR, we'll be forced to walk the plank!

♣ MOUNT COOK

This world will either roast you like a turkey, or turn you into a Kiwi Icicle. You must first find your way through a land of *slowly* burping lava rivers, below a volcano about to erupt. Then you will find yourself sliding and slipping deep inside an Ice Mountain. But don't give up *now*, your beloved Phee-Phee is near!

CONTINUE

Kiwi Klue: After 3 lives, the game is over. But you can Continue. If you are stopped in worlds 1, 2, or 3, Continue puts you back right where you were. If you're stopped in worlds 4 or 5, you go back to the beginning of the level. To continue, push Start within 8 seconds. You get three Continues.

THE KIWI STYLE

Since Kiwi birds can't fly, they use a lot of special tricks to win. Eat up all the fruit you can, and explore secret rooms to find extra lives and magic fruit. If you need to fill up your Air Meter fast, spit water out of your lungs.

SHOOTING

With your bow and arrow, you can wipe out your enemies or burst their balloons. But you can only shoot straight ahead, not up or down.

JUMPING

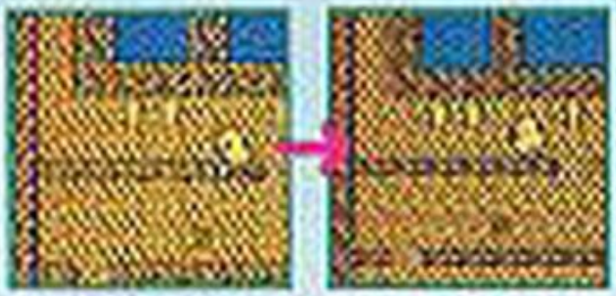
Wally Walrus and his nasty pals hate jumping. But Kiwis love to jump, and that's what will help you win — jumping can often get you out of a jam.

SWIMMING

You can swim, but you can't jump or shoot in the water. Watch your Air Meter and go to the surface to refill it or to spit water at your enemies.

JUMP UP

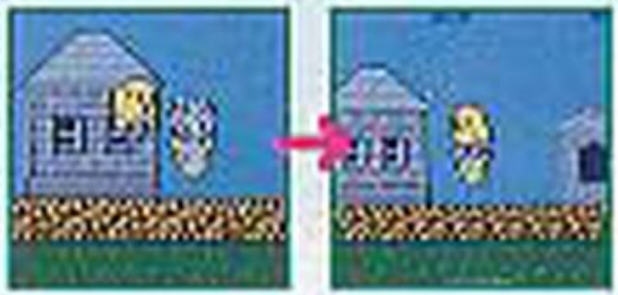
Jump on a balloon to get around fast. Just shoot an enemy and take his!



Jump through ceilings to escape the bad guys. But unless you want splinters, don't try floors.

TAKE A BALLOON

Jump to get on a balloon. Press the A button to rise; let it go to drop.



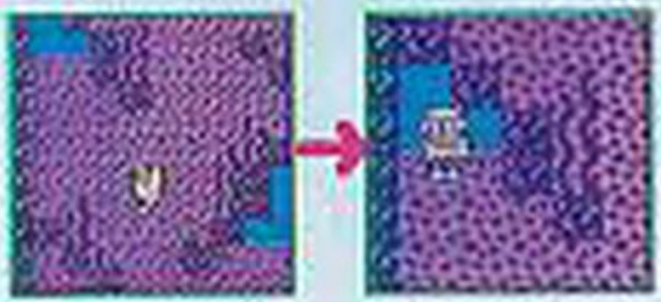
When shooting at an enemy, don't pop his balloon. Spikes will also pop balloons.

BEWARE OF THESE

1 Look before you leap! Landing on a spike will put an end to your search for friends and Phee-Phee.

2 Do not touch! Your enemies are armed to the teeth and touching their weapons will finish you.

3 Look out below! When Tiki starts to panic, you need air! Get to the surface or find an air pocket.



You'll know when your air is running out. TIKI flaps his wings as he gasps for air!

4 No daydreaming! If you're on one level too long, the Time Keeper drops on you.

USING A BALLOON

Jump to get on a balloon. Press the A button to rise; let it go to drop.

INVINCIBLE

When you find the Magic Staff, you can stop every enemy or travel anywhere while you're flashing.

DEFEATNG ENEMIES

Fire at every enemy you see, 'cause then you get his treasure. Fire at him or his balloon and grab the goods.

ITEMS

WEAPONS

Get above an enemy, open hatches and Bombs Away! This baby only goes down, so pick a good target and punch B!

The Laser Gun has a powerful beam — it fires through walls. Your enemies won't see what hit them!

Think before you pick up this Arrow. It will replace the weapon you are holding with your original Bow and Arrow.

MAGIC ITEMS

Magic Joystick: You can steer anywhere on your balloon or even stop, but getting off ends the fun.

Magic Staff: Makes you unbeatable. As long as you flash, you have the power.

Magic Watch: Puts a hold on evil. Your enemies are frozen for a short time.

Magic Book: Has a powerful spell you can only use once. It wipes out all enemies on the screen.

ITEMS

SCORE AND LIFE UPS

Each apple is worth 500 points, so eat 'em up! Once you earn over 100,000 points (WOW!!) you get an extra life!

Scattered throughout the game are small yellow Kiwi birds. Each one is worth an extra life!

And try to find ordinary-looking apples stored away in secret rooms. Gobble them up fast to score 5000 points each!

BALLOONS

The bear-shaped balloon is very common, but not much fun. It's small and it can't move fast at all.

This weird balloon is v-e-r-y slow. But bullets and spikes can't break it.

HEADS UP when you ride this speedy balloon, or you'll fly right into the nearest deadly spike!

If you're hit while riding on a balloon, you start over on this one.

ENEMIES

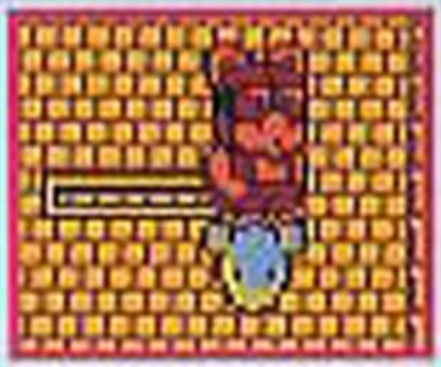
Soldier Crab

Crabs love to fight, so there are lots of Soldier Crabs. And they shoot missiles!

Hermit Crab

These tiny crabs throw rolling green balls, so steer clear! One bump and you're crab meat.

Flying Teddy



Those red teddies have escaped from forgotten toy boxes, and they're looking for trouble.

Kool Koala

The blue Koalas have nasty tempers. They'll shoot you just for being there!

Boomer Roomer

These guys will throw a wicked boomerang at you.

Flying Spearman

He's a wild man who throws his spear UP!

Penguin Rider

Penguins are Ace Pilots who zoom in on fast balloons, trying to drop rocks on your head!

Robo Kitty

Don't try to pet them! These flying kittens don't have *claws* — they *throw* axes at you!

Flamers

These little fireballs fall from the sky and roll around. One touch and you're extra-crispy!

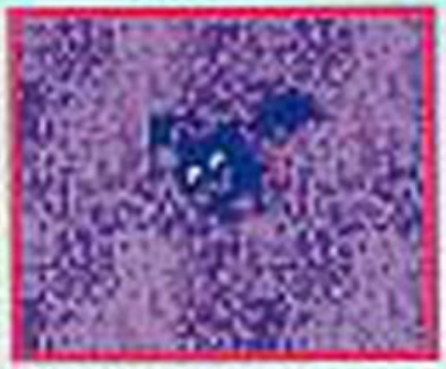
Sea Anemone

This soggy fiend hides on the ocean floor. He can pull you down to a sea salt watery grave.

Prickly

One hopping Prickly will split into *two*. This guy is no flake, his touch puts you on ice.

Angle Bat



This pointy foe flies overhead and drops triangle-shaped eggs of fire. Don't get toasted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio or television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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